Practical-10

Part – 10 (Hero Animation)

change in main.dart

Code:

```
import 'package:flutter/material.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
```

```dart
      title: 'Practical for Hero Animation',
      theme: ThemeData(
        primarySwatch: Colors.yellow,
      ),
      home: FirstPage(),
    );
  }
}


class FirstPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Practical for Hero Animation'),
      ),
      body: Center(
        child: GestureDetector(
          onTap: () {
            Navigator.of(context).push(
              MaterialPageRoute(
                builder: (context) => SecondPage(),
              ),
            );
          },
          child: Hero(
            tag: 'hero-image',
            child: Image.asset(
              'assets/image2.jpg',
              width: 100,
              height: 100,
```

```dart
          ),
        ),
      ),
    ),
  );
  }
}


class SecondPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Hero Animation!!!'),
      ),
      body: Center(
        child: Hero(
          tag: 'hero-image',
          child: Image.asset('assets/image3.jpg'),
        ),
      ),
    );
  }
}
```

pubsec.yaml file

```yaml
flutter:
  uses-material-design: true


  assets:
    - assets/image1.jpg
    - assets/image2.jpg
```

- assets/image3.jpg